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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/927,313	08/06/2001	Richard E. Rowe	IGT1P071/P-677	4673

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EXAMINER	
TESLOVICH, TAMARA	

ART UNIT	PAPER NUMBER
2137	

DATE MAILED: 04/05/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)	
	09/927,313	ROWE, RICHARD E.	
	Examiner	Art Unit	
	Tamara Teslovich	2137	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *06 August 2001*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-41* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-41* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☒ The drawing(s) filed on *06 August 2001* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date *08/08/01 12/16/02*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application (PTO-152)
6) ☐ Other: _____.

DETAILED ACTION

Claim Rejections - 35 USC § 112

The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claim 15 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Regarding claim 15, the phrase "some of" fails to represent a specific numerical range, thereby rendering the scope of the claim(s) unascertainable. See MPEP § 2173.05.

Regarding claim 15, the phrase "any gaming application object which when combined with other gaming application objects constitutes the gaming application" renders the claim(s) indefinite because the claim(s) include(s) elements not actually disclosed (those encompassed by "any gaming application object which when combined with other gaming application objects constitutes the gaming application"), thereby rendering the scope of the claim(s) unascertainable. See MPEP § 2173.05.

Claim Rejections - 35 USC § 102

> (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-8, 10-26, and 28-41 are rejected under 35 U.S.C. 102(b) as being anticipated by Alcorn et al. (US Patent 6,106,396).

As per claim 1, Alcorn et al. discloses a computer implemented method for generating a gaming application signature which uniquely represents a gaming application having a plurality of gaming application objects associated therewith, the method comprising:

retrieving a subset of the plurality of gaming application objects ("casino game data set");

generating an object signature ("message digest") for each of the retrieved gaming application objects;

combining the object signatures to generate the gaming application signature ("signature") (see Alcorn et al. col.2 lines 52-64).

As per claim 2, Alcorn et al. discloses the method of claim 1 wherein the gaming application objects are stored in at least one network node of a network ("remote read/write mass storage device"), and wherein the subset of the plurality of gaming application objects are retrieved from the at least one network node via the network ("network subsystem") (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 3, Alcorn et al. discloses the method of claim 2 wherein the network comprises a local area network and the gaming application objects are stored in at least

one of a gaming machine ("casino game console") and a gaming application server ("remote read/write mass storage device") on the local area network ("network subsystem") (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 4, Alcorn et al. discloses the method of claim 3 wherein the gaming application objects ("casino game data set") are stored on the gaming application server ("remote read/write mass storage device") (see Alcorn et al. col.2 lines 34-39).

As per claim 5, Alcorn et al. discloses the method of claim 3 wherein the gaming application objects ("casino game data set") are stored on both of the gaming application server ("remote read/write mass storage device") and the gaming machine ("casino game console") (see Alcorn et al. col.2 lines 34-39).

As per claim 6, Alcorn et al. discloses the method of claim 2 wherein the network comprises a wide area network and the gaming applications objects ("casino game data set") are stored in at least one of a gaming machine ("casino game console") and a gaming application server ("remote read/write mass storage device") on the wide area network (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 7, Alcorn et al. discloses the method of claim 6 wherein the gaming application objects ("casino game data set") are stored on the gaming application server ("remote read/write mass storage device") (see Alcorn et al. col.2 lines 34-39).

As per claim 8, Alcorn et al. discloses the method of claim 6 wherein the gaming application objects ("casino game data set") are stored on both of the gaming application server ("remote read/write mass storage device") and the gaming machine ("casino game console") (see Alcorn et al. col.2 lines 34-39).

As per claim 10, Alcorn et al. discloses the method of claim 1 wherein generating an object signature for each of the retrieved gaming application objects comprises at least one of generating a checksum from a corresponding one of the gaming application objects, applying a hashing function to a portion of a corresponding one of the gaming application objects, generating an audio file signature, generating a video file signature, and extracting a digital watermark (see Alcorn et al. col.2 lines 59-61; col.4 lines 38-40).

As per claim 11, Alcorn et al. discloses the method of claim 1 wherein combining the object signatures to generate the gaming application signature comprises at least one of combining the object signatures using at least one logic function ("encrypting"), applying a hashing function to the object signatures, and generating a checksum from the object signatures (see Alcorn et al. col.2 lines 61-62; col.4 line 41).

As per claim 12, Alcorn et al. discloses the method of claim 1 wherein the gaming application signature comprises an original signature, the method farther comprising storing the original signature for authentication of subsequently generated signatures

corresponding to deployed gaming applications (see Alcorn et al. col.2 line 62 thru col.3 line 3).

As per claim 13, Alcorn et al. discloses the method of claim 1 wherein the gaming application signature corresponds to a deployed gaming application, the method further comprising comparing the gaming application signature to a previously stored original signature to authenticate the gaming application (see Alcorn et al. col.2 line 62 thru col.3 line 3).

As per claim 14, Alcorn et al. discloses the method of claim 13 further comprising comparing at least one of the object signatures to a corresponding object signature associated with the previously stored original signature where the gaming application is determined to be inauthentic (col.2 lines 43-48).

As per claim 15, Alcorn et al. discloses the method of claim 1 wherein the plurality of gaming application objects includes some of a core gaming application object an audio object, a video object, a graphics object, a pay table object, and any gaming application object which when combined with other gaming application objects constitutes the gaming application (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 16, Alcorn et al. discloses the method of claim 1 wherein the subset of gaming application objects comprises all of the gaming application objects (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 17, Alcorn et al. discloses the method of claim 1 wherein the subset of gaming application objects comprises less than all of the gaming application objects (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 18, Alcorn et al. discloses the method of claim 1 wherein the gaming application objects ("casino game data set") are stored in at least one of a gaming application server ("remote read/write mass storage device") and a gaming machine ("casino game console") in a network, and wherein the subset of the plurality of gaming application objects ("casino game data set") are retrieved via one of the gaming machine and the gaming application server (see Alcorn et al. col.8 lines 14-19).

As per claim 19, Alcorn et al. discloses a computer readable medium having a computer program stored therein for generating a gaming application signature which uniquely represents a gaming application having a plurality of gaming application objects associated therewith, the computer program comprising:

computer program instructions for retrieving a subset of the plurality of gaming application objects ("casino game data set");

computer program instructions for generating an object signature ("message digest") for each of the retrieved gaming application objects; and

computer program instructions for combining the object signatures to generate the gaming application signature ("signature") (see Alcorn et al. col.2 lines 62-64).

As per claim 20, Alcorn et al. discloses the computer readable medium of claim 19 wherein the gaming application objects are stored in at least one network node of a network ("remote read/write mass storage device"), and wherein the computer program instructions for retrieving the subset of the plurality of gaming application objects are operable to retrieve the subset from the at least one network node via the network ("network subsystem") (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 21, Alcorn et al. discloses the computer readable medium of claim 20 wherein the network comprises a local area network and the gaming application objects are stored in at least one of a gaming machine ("casino game console") and a gaming application server ("remote read/write mass storage device") on the local area network ("network subsystem") (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 22, Alcorn et al. discloses the computer readable medium of claim 21 wherein the gaming application objects ("casino game data set") are stored on the gaming application server ("remote read/write mass storage device") (see Alcorn et al. col.2 lines 34-39).

As per claim 23, Alcorn et al. discloses the computer readable medium of claim 21 wherein the gaming application objects ("casino game data set") are stored on both of the gaming application server ("remote read/write mass storage device") and the gaming machine ("casino game console") (see Alcorn et al. col.2 lines 34-39).

As per claim 24, Alcorn et al. discloses the computer readable medium of claim 18 wherein the network comprises a wide area network and the gaming applications objects ("casino game data set") are stored in at least one of a gaming machine ("casino game console") and a gaming application server ("remote read/write mass storage device") on the wide area network (see Alcorn et al. col.2 lines 34-39; col.6 lines 55-65).

As per claim 25, Alcorn et al. discloses the computer readable medium of claim 24 wherein the gaming application objects ("casino game data set") are stored on the gaming application server ("remote read/write mass storage device") (see Alcorn et al. col.2 lines 34-39)

As per claim 26, Alcorn et al. discloses the computer readable medium of claim 24 wherein the gaming application objects ("casino game data set") are stored on both of the gaming application server ("remote read/write mass storage device") and the gaming machine ("casino game console") (see Alcorn et al. col.2 lines 34-39).

As per claim 28, Alcorn et al. discloses the computer readable medium of claim 19 wherein the computer program instructions for generating an object signature for each of the retrieved gaming application objects comprise computer program instructions for performing at least one of generating a checksum from a corresponding one of the gaming application objects, applying a hashing function to a portion of a corresponding one of the gaming application objects, generating an audio file signature, generating a video file signature, and extracting a digital water mark (see Alcorn et al. col.2 lines 59-61; col.4 lines 38-40).

As per claim 29, Alcorn et al. discloses the computer readable medium of claim 19 wherein the computer program instructions for combining the object signatures to generate the gaming application signature comprise computer program instructions for performing at least one of combining the object signatures using at least one logic function ("encrypting"), applying a hashing function to the object signatures, and generating a checksum from the object signatures (see Alcorn et al. col.2 lines 61-62; col.4 line 41).

As per claim 30, Alcorn et al. discloses the computer readable medium of claim 19 wherein the gaming application signature comprises an original signature, the computer readable medium further comprising computer program instructions for storing the original signature for authentication of subsequently generated signatures

corresponding to deployed gaming applications (see Alcorn et al. col.2 line 62 thru col.3 line 3).

As per claim 31, Alcorn et al. discloses the computer readable medium of claim 19 wherein the gaming application signature corresponds to a deployed gaming application, the computer readable medium further comprising computer program instructions for comparing the gaming application signature to a previously stored original signature to authenticate the gaming application (see Alcorn et al. col.2 line 62 thru col.3 line 3).

As per claim 32, Alcorn et al. discloses the computer readable medium of claim 31 further comprising computer program instructions for comparing at least one of the object signatures to a corresponding object signature associated with the previously stored original signature where the gaming application is determined to be inauthentic (col.2 lines 43-48).

As per claim 33, Alcorn et al. discloses the computer readable medium of claim 19 wherein the plurality of gaming application objects includes some of a core gaming application object, an audio object, a video object, a graphics object, a pay table object and any gaming application object which when combined with other gaming application objects constitutes the gaming application (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 34, Alcorn et al. discloses the computer readable medium of claim 19 wherein the subset of gaming application objects comprises all of the gaming application objects (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 35, Alcorn et al. discloses the computer readable medium of claim 19 wherein the subset of gaming application objects comprises less than all of the gaming application objects (see Alcorn et al. col.7 lines 32-35; col.11 lines 15-21).

As per claim 36, Alcorn et al. discloses the computer readable medium of claim 19 wherein the gaming application objects ("casino game data set") are stored in at least one of a gaming application server ("remote read/write mass storage device") and a gaming machine ("casino game console") in a network, and wherein the computer program instructions for retrieving the subset of the plurality of gaming application objects ("casino game data set") is operable to retrieve the subset via one of the gaming machine and the gaming application server (see Alcorn et al. col.8 lines 14-19).

As per claim 37, Alcorn et al. discloses a ("wireless") portable device for authenticating deployed gaming applications which comprises the computer readable medium of claim 19 (see Alcorn et al. col.6 lines 55-65).

As per claim 38, Alcorn et al. discloses a computer readable medium having a data structure stored therein which comprises a gaming application signature which uniquely represents a gaming application having a plurality of gaming application objects ("casino game data set") associated therewith, the gaming application signature comprising a combination of a plurality of object signatures ("message digest"), each of the object signatures ("message digest") being generated from one of the gaming application objects (see Alcorn et al. col.2 lines 52-64).

As per claim 39, Alcorn et al. discloses the computer readable medium of claim 38 wherein the object signatures correspond to at least one of a checksum from a corresponding one of the gaming application objects, a hashing function applied to a portion of a corresponding one of the gaming application objects, an audio file signature, a video file signature, and a digital water mark (see Alcorn et al. col.2 lines 59-61; col.4 lines 38-40).

As per claim 40, Alcorn et al. discloses the computer readable medium of claim 38 wherein the object signatures are combined to generate the gaming application signature using at least one of a logic function, a hashing function applied to the object signatures, and a checksum derived from the object signatures (see Alcorn et al. col.2 lines 61-62; col.4 line 41).

As per claim 41, Alcorn et al. discloses a portable ("wireless") device for authenticating deployed gaming applications, which comprises the computer readable medium of claim 38 (see Alcorn et al. col.6 lines 55-65).

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Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 9 and 27 are rejected under 35 U.S.C. 103(a) as being unpatentable over Alcorn et al. (US Patent 6,106,396).

As per claims 9 and 27, Alcorn et al. teaches the invention substantially as claimed. See the rejection of Claim 1 above.

Alcorn et al. fails to specifically disclose wherein the wide area network comprises the Internet.

However, Official Notice is taken of the fact that the Internet is a well-known form of wide area network.

It would have been obvious to a person of average skill in the area at the time of the invention to include Alcorn et al.'s network the Internet in order to provide secure communication between gaming consoles and servers.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Tamara Teslovich whose telephone number is (571) 272-4241. The examiner can normally be reached on Mon-Fri 8-4:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Andrew Caldwell can be reached on (571) 272-3868. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

TT
March 29, 2005

ANDREW CALDWELL
SUPERVISORY PATENT EXAMINER